

The Push-Shove Video Game

“Push-Shove” Booklet v2
(A Video Game Create With Blender 3D v249b)

This game, simplistic as it is, took a lot of doing and searching and figuring out and tearing out of hair, but the spirit of what I wanted to do is there in the game. In the gaming world there seems to be a great lack of simplicity and ease of play. It has a calm mood, there's no pressure to win or to finish, score points, and you don't have to shoot anything. All you have to do is push inanimate objects over the edges. I've noticed that game-makers often make game-play way too difficult, as if players have this great desire to punish themselves. I have looked and looked but I couldn't find any free games met a certain calm criteria. When I did find a cool calm game, it failed to only in that one hit a dead end and continuing the game became impossible. In the case of Push-Shove it's almost impossible to lose. That's not what this game is all about. But beware there are some traps you may not be able to get out of. When you leap to the lowest plane, upon touchdown you'll automatically move to the next level. Think of it as a kind of demented solitaire, something to do to simply pass the time. Go down the levels knocking off Spheres and Cylinders. Using the Keys you'll find you can also go back up but doing so can be tricky. Some objects are hiding, dare you go after them? There are four levels, all going downwards. All 4 levels are basically the same with some minor differences. You are playing in what is essentially an art sculpture multiplied by four.

All of the bits for Push-Shove came together from entirely different projects. What helped in making the final decision to create this game was that the Playing Floor actually worked, while many of my other attempts at creating levels failed, my players dropping down out of sight into black oblivion and I could not fix the problems. Since my philosophy is go with what you have, and do the best with what you've got, this is the end result of just do it and get it done, whatever it may turn out to be, since something is better than nothing. The music was meant for another project entirely which may turn out to be another failure. The tracks are actually much longer, but Blender choked on those really large files, each file consisting of an average of 35-minutes of music, and there were several lengthy music files. Eventually each track was trimmed down to about 2- or 3-minutes each and looped within the game. Blender breathed a sigh of relief, and stopped freezing and crashing.

I used Gimp, Photoshop, and Microsoft Paint for the textures. Muse-Score and Audacity for the music and soundfx. I basically took a classical piece I composed and applied filters to it via Audacity. The soundfx you hear in the music are sound recordings slowed down and filtered and added side by side to the music tracks, again with Audacity.

Any inquiries...
gift.tower3000@gmail.com

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N.Torres
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“Push-Shove” PosterArt by N.T.

Here are the Keys:

UpArrow = Forward
DownArrow = Backward
LeftArrow = MoveLeft
RightArrow = MoveRight
A = SpinLeft (I think)
S = SpinRight (I think)
Space = Jump

Notes:

Landing on Lowest Plane takes you to next Level.
“P” at the final Credits screen will take you back to the main Menu.
During level play you can only hit Esc to Quit the game,
there is no restarting of levels or returning to the main Menu.